

## Katkerä Paju

Rules: 2nd Edition

Concept: Diplomaatti-kenraali

Motivation: Yhdistää koillinen luomakunta järjestäiseksi valtioksi.

Player: Panu

Caste: Eclipse

## Essence

Personal Pool 13 (13) Total / \_\_\_ Available  
Peripheral Pool 31 (31) Total / \_\_\_ Available

## Attributes

Strength ●●●○○○  
Dexterity ●●●○○○  
Stamina ●●●○○○  
  
Charisma ●●●○○○  
Manipulation ●●○○○○  
Appearance ●●○○○○  
  
Perception ●●●○○○  
Intelligence ●●●○○○  
Wits ●●●○○○

## Virtues

Compassion ●○○○○  
Temperance ●●○○○  
Conviction ●●●○○  
Valor ●●●○○

## Virtue Flaw

Deliberate Cruelty: Pakkotilanne

## Anima

- ◆ Cause Caste Mark to glow brightly (1 mote)
- ◆ Cause anima to glow bright enough to read by (1 mote)
- ◆ Know the precise time of day (1 mote)

Motes	Banner Flare	Stealth
1-3	Caste Mark glitters	Normal
4-7	Caste Mark burns	+2
8-10	Coruscant Aura	Impossible
11-15	Brilliant Bonfire	Impossible
16+	Totemic Aura	Impossible

## Abilities

Dawn  
Archery ●○○○○○  
Martial Arts ○○○○○○  
Melee ●●●○○○  
Thrown ○○○○○○  
War ●●●○○○  
  
Zenith  
Integrity ●●●○○○  
Performance ●●●○○○  
Presence ●●●○○○  
Resistance ●○○○○○  
Survival ●●●○○○  
  
Twilight  
Craft ○○○○○○  
Investigation ●●○○○○  
Lore ●●○○○○  
Medicine ○○○○○○  
Occult ○○○○○○  
  
Night  
Athletics ●●●○○○  
Awareness ●●●○○○  
Dodge ○○○○○○  
Larceny ○○○○○○  
Stealth ●●○○○○  
  
Eclipse  
Bureaucracy ●●○○○○  
Linguistics ●●○○○○  
Ride ●●○○○○  
Sail ○○○○○○  
Socialize ●●●○○○

## Crafts

Craft - Air ○○○○○○  
Craft - Earth ○○○○○○  
Craft - Fire ○○○○○○  
Craft - Water ○○○○○○  
Craft - Wood ○○○○○○  
\_\_\_\_ ○○○○○○  
\_\_\_\_ ○○○○○○  
\_\_\_\_ ○○○○○○

## Specialties

War - Asymmetrinen sodankäynti ●○○○  
\_\_\_\_ ○○○○  
\_\_\_\_ ○○○○  
\_\_\_\_ ○○○○  
\_\_\_\_ ○○○○  
\_\_\_\_ ○○○○  
\_\_\_\_ ○○○○  
\_\_\_\_ ○○○○  
\_\_\_\_ ○○○○  
\_\_\_\_ ○○○○  
+ : This ability is commonly affected by mobility penalty.

## Willpower

●●●●●●○○○

## Intimacies

Kapinalliset

## Social Combat

Join Debate				7	Dodge MDV				6
Attack	Speed Honesty			Deception			Rate		
	Attack/MDV			Attack/MDV					
Presence	4	7	4	5	3	2			
Performance	6	7	4	5	3	1			
Investigation	5	6	3	4	2	2			
Common Actions				Common DV Modifiers					
Action	Speed	DV		Source	Modifier				
Join Debate	5	None		Appearance	Difference				
Attack	Above	-2		Motivation	+/- 3				
Monologue	3	-2		Virtue	+/- 2				
Miscellaneous	5	-2		Intimacy	+/- 1				

## Arsenal

Name	Speed	Accuracy	Damage	Defence	Rate	Range	Tags
Punch	5	+1	5	+0	3	B	N
Kick	5	+0	4	+3	6	B	N
Clinch	6	+0	4	+0	3	B	C,N,P
Dire Lance - Jabbing	5	+3	11	+8	11	L	2,R
Dire Lance - Charging	5	+3	11	+12	15	L	L,R
Short Sword	4	+2	10	+3	6	L	
Knife - Close	5	+1	9	+2	5	L	

## Panoply

Name	Soak (B/L/A)	Hardness (B/L)	Mob. Pen.	Fatigue
Natural Soak	3	1		
Chain Shirt	+1	+3	+3	0
Total	4	4	3	0

## Movement & Health

Move	Dash	Jump (H/V)	Health Levels
4	10	12	6
3	9	10	5
2	8	8	4
1	6	4	2

Subtract Mob. Pen. Twice for h. jump. Incap.

Rules  
◆ **Health:** Bashing damage heals 1 health level per 3 hours. Lethal damage healing rate varies (-0 = 6 hours; -1 = 2 days; -2 = 4 days; -4 = 1 week; Incapacitated = 1 week). Double these times if not resting. Aggravated damage heals at the same rate as lethal but cannot be healed magically.  
◆ **Death and Dying:** If characters incapacitated by Lethal or Aggravated suffer further damage, they lose one Dying level per "Inactive" action.  
◆ **Marking Damage:**  
Bashing Lethal Aggravated

## Combat

Join Battle	7	Dodge DV	3	Knockdown	4	7	Stunning	3	4
		-Mob.Pen		Threshold / Pool			Threshold / Pool		
Order of Attack Events	Knockdown				Common Actions				
1. Declare Attack	Characters are knocked down if an attack deals more raw damage than their Knockdown Threshold. Roll Knockdown Pool (2) to avoid.				Action				
2. Declare Defence	Rising from prone requires an action. Prone characters take a -1 external penalty to all nonreflexive physical rolls.				Join Battle				
3. Attack Roll					Ready Weapon				
4. Attack Reroll					Physical Attack				
5. Subtract Penalties/Apply Defenses					Coordinate Attack				
6. Defence "Reroll"					Aim				
7. Calculate Raw Damage					Guard				
8. Apply Hardness & Soak, Roll Damage					Move				
9. Counterattack					Dash				
10. Apply Damage, Knockdown & Stunning					Miscellaneous				
					Jump				
					Rise from Prone				
					Inactive				
					Speed				
					DV Pen				
					Varies				
					None				
					Varies				
					None				
					None				
					3				
					-2				
					5				
					Varies				
					5				
					-1				
					-1				
					5				
					Special				
Full combat rules on pages 140-158.									

Backgrounds	
Followers	●●●○○
Influence	●●○○○
Artifact	●●○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

[illegible]

Languages
Forest-tongue, High Realm, Riverspeak

Experience  
0 total - 0 spent = 0 banked

## Generic Charms

[illegible]

Charms

Name	Cost	Type	Duration	Details (Keywords, Targets)	Source
<b>Generic Charms</b>					
First (Ability) Excellency	1 m per die	Reflexive (1/2)	Instant	Add dice, Max = Attribute + Ability	Ex2, 183
Second (Ability) Excellency	2 m per success	Reflexive (1/2)	Instant	Add successes, Max = (Attribute + Ability) / 2	Ex2, 184
Third (Ability) Excellency	4 m	Reflexive (4/6)	Instant	Reroll and choose best. Add (Ability / 2) to DVs	Ex2, 185
Infinite (Ability) Mastery	2 m+, 1 wp	Simple	One scene	Excellency cost reduced by 1m per 2m spent	Ex2, 185
(Ability) Essence Flow	-	Permanent	Permanent	Excellencies do not count as charms.	Ex2, 187
<b>Resistance</b>					
Ox-Body Technique	None	Permanent	Permanent	Stackable	Ex2, 208
<b>Socialize</b>					
Mastery of Small Manners	1 m	Reflexive (1/2)	Until next action	Combo-OK, Social	Ex2, 239
<b>Ride</b>					
Master Horseman's Techniques	None	Permanent	Permanent	Harmony of Spirits Style, Speed-Sustaining Technique, Spirit-Steadying Assurances	Ex2, 234
<b>Melee</b>					
Call the Blade	1 m	Reflexive (2)	Instant	Obvious	Ex2, 191
Dipping Swallow Defense	2 m	Reflexive (2)	Instant	Combo-OK	Ex2, 192
Summoning the Loyal Steel	1 m	Simple (3, -1)	Indefinite	Combo-OK	Ex2, 192
<b>Survival</b>					
Trackless Region Navigation	7 m	Reflexive	Indefinite	Combo-OK	Ex2, 211

[illegible]